

IMPORTANT NOTE: The joystick controller must be plugged into CONTROL PORT NO. 2. (It will not function in CONTROL PORT NO. 1.)

CASSETTE VERSION

1. Attach the Datasette Recorder to the computer according to the recorder's instruction Manual. Turn on the computer and wait for the flashing cursor to appear. See that all buttons on the Datasette are not depressed and that the recorder is as far removed from the TV as possible.
2. Insert the Cassette Program Tape in the recorder with the title side facing up. Press the rewind key on the recorder to make certain the tape is fully rewound to the beginning. Now type on the computer: LOAD "SL" and press the RETURN KEY. (The computer will respond with the message: PRESS PLAY ON TAPE.
3. Press the PLAY key on the Datasette. Immediately, the TV screen will go blank and the cassette will start moving. After a moment, the screen will return with the message, FOUND SL.
4. At this point, press the Commodore key (the key with the Commodore logo next to the shift key on the lower left of the keyboard). The screen will again go blank and the cassette will start turning again. After a moment, the screen will return with the READY message and flashing cursor.
5. Now type: RUN and press the RETURN key. The screen will blank once more and the

cassette will start again. A 28K Program on cassette will take approximately six minutes to load. When the program is loaded, the cassette will stop, the screen will return and the program will begin automatically. **Note:** It is a good idea to press the stop key on the Datasette and then rewind the tape to the beginning.

USING THE JOYSTICK

Plug the Joystick into CONTROL PORT NO.2. (The joystick will not function in CONTROL PORT NO. 1). Hold the joystick with the red fire button in the upper left corner facing the TV.

You can move the SLINKY by moving the joystick in any of the four DIAGONAL directions:

DOWN—RIGHT, DOWN—LEFT, UP—RIGHT, OR UP—LEFT.

Note that ONLY diagonal movements with the joystick will work. This may take some practice to get accustomed to. When you move the joystick in one of the diagonal directions, the SLINKY will jump in that direction.

PLAYING SLINKY FOR THE FIRST TIME

After SLINKY has loaded into the computer you will see the title page of the game. After a few moments, the game screen will be displayed automatically. SLINKY appears at the top left portion of the screen, sitting atop one of the 54 cubes of the playfield. SLINKY only moves diagonally. Pressing the joystick handle at any angle will cause SLINKY to move in that direction. (Be careful that you don't jump off the blocks,

as that will cost you points and a player!) You begin with five players and 25,000 points. The object is to guide SLINKY, via the joystick over all the cubes and change the tops to the appropriate color. Once you have changed all the blocks to the desired color (which is the same color on the screen as your score numbers) without losing all your points or players, you will automatically advance to the next level. If you wish to restart from the first level, press the RUN—STOP key. If you wish to continue playing from the last level you were playing when finally destroyed, do nothing and the screen will reset automatically.

SLINKY '64 has a number of "half time" shows. If you complete a level without losing a player, you will see a high speed "Instant Replay" of your successful moves. If you complete a level after having lost one or more players, you will view one of five cartoon "featurettes" celebrating your achievement. However, if you lose at any level, the cartoon depicts Slinky's demise. (Ugh!)

LEVELS

Level 1: On this level you must change all the cube tops to the score color the first time SLINKY jumps on them. If SLINKY jumps off the edge, you will lose one player and a certain number of points depending on the row from which you fell. (See Scoring Section). When SLINKY jumps into any one of the three black "Hyper-Holes," he will immediately return to his original starting position, and be "cleaned" back to his original color in case he has

become "dirty" (brown) or "wet" (blue). You must avoid "Dusty" the dust cloud and "Marge" the magnet which randomly cross the screen. If you collide with "Dusty" you will turn brown and be charged extra points for each move, and "Marge" will drag you off the screen and drop you to your doom. Occasionally a bonus score of 8000 points will appear as a flashing cube on the screen. Whenever you land on this bonus block, you will hear a tone and receive the additional points. You will also notice that "Ralph" the "random rain drop" begins falling down the screen. If SLINKY is hit by "Ralph" when he is yellow, he becomes wet (blue) and is allowed to move much faster and spend zero points per move. However, if after SLINKY is wet (blue) he collides with "Dusty" he will rust and turn dark brown. Now SLINKY can't move, and "Oil Can Charlie" will appear to remove him from the screen.

Level 2: Your enemies are faster, but also the cubes now change colors back and forth each time SLINKY jumps on them. Therefore, you must plan your sequence of moves very carefully. The "Hyper-Holes" may become an important part of your strategy.

Level 3: Although the colors only change the first time SLINKY jumps on a cube, you must now contend with "Mandrake"

the metal head. He randomly descends down the screen, and any collision with SLINKY is fatal. Also, when "Mandrake" is ready to leave, he may exit the playfield in any one of eight directions. Beware!

Level 4: Egad! Here comes "Mandrake", "Dusty" "Marge" and "Randy" all at the same time and the cube colors change twice.

Level 5: Zounds and Gadzooks! Here comes "Lorenzo" the dreaded "cube hopper". He follows you wherever you go. You can jump over "Lorenzo" when he is moving but you should make certain that SLINKY is "wet" (blue) when entering this level since speed is of the essence in completing this challenge.

Level 6: "Lorenzo" and "Mandrake" team up on SLINKY.

Level 7: "Dusty", "Marge" and "Randy" join in the challenge with "Lorenzo" and cube colors change twice.

Level 8: "Mandrake" speeds up and the two color action continues.

Level 9: "Lorenzo" speeds up and the pace intensifies.

Level 10: Everybody gets in the act and the two color pace becomes incredible!

Level 11: The same hazards now challenge
-20: SLINKY as in the first ten levels, except each cube color changes three times! Remember to check your "SCORE"

color, or you may forget the desired winning color objective.

Level 21 If you are good enough to get to level
-99: 21, you can probably figure out the next levels. But . . . be prepared for changing screens, disappearing cubes, blacked out conditions and flashing colors . . . all designed to confuse you and SLINKY!

SCORING

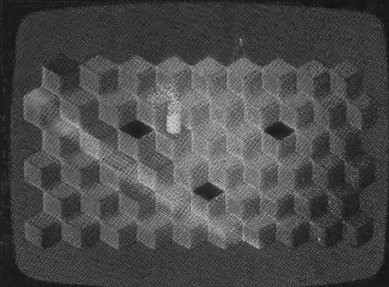
You begin the game with 25,000 points and five SLINKY'S. When SLINKY is clean (yellow) he spends 100 points each time he moves. If he becomes dirty (brown) by colliding with "Dusty" then each move costs 500 points. When SLINKY is wet (blue) after encountering "Ralph" the "random rain drop", then his moves cost nothing unless he jumps on a cube that has already once changed color. However, if SLINKY is wet and then is hit by "Dusty", he will rust and be disposed of by "Charlie". "Marge", the "magnificent magnet", can make or break SLINKY. When she grabs him, SLINKY receives 3200 points per cube he crosses, but . . . he loses 3300 points per row that he falls. (The message here is to not let "Marge" drop you too far!) SLINKY receives 500 points for being hit by "Ralph" and 8000 points for each bonus block. At the end of each game, (not at the conclusion of each level, so watch your score and don't run out of points!) you will be awarded 100,000 points times the level you have completed.

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under license from Cosmi
Software by U.S. GOLD LTD.
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Slinky

by Paul Norman



INSTRUCTIONS